SUPER MARIO MAKER™

⚠ Important Information | Product Information

Create

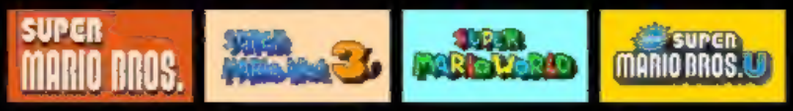
Combine different elements to create your own unique courses.

1 Create → 2 Play → 3 Save & Upload

1 Create

Stages are created with the Wii U GamePad. At the top of the screen, you have access to a wide variety of elements, ranging from the most basic of blocks to some of Mario's more unique foes. Try placing one that catches your eye... (We can wait...) And you've just taken your first step into an almost limitless world of creation! You can move Mario himself with the stylus or ✣.

Game Styles



Switch between the styles of four different games:

- Super Mario Bros.
- Super Mario Bros. 3
- Super Mario World
- New Super Mario Bros. U

Palette

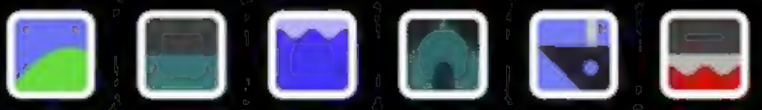
The palette contains the elements that can be placed in a course. You can touch ● to switch the palette that is displayed, or select Customize to rearrange the order in which the elements are displayed in the palette to organize them in a way that's helpful to you.

Main Menu

Displays the main menu.

More Info

Course Themes



Switch between different themes to set the course in. Themes include such classics as Ghost House and Airship, so let your imagination run wild while Mario runs for the goal!

Sound Effects

Open a special palette from which you can select various sound elements to place in your course.

More Info

500 Time Limit / Scroll Speed

Adjust the course's time limit and the speed of the autoscroll.

More Info

Save/Load/Upload

Save, load, and upload your courses.

◆ You can upload courses after you have saved them.

Eraser

Erase elements from your course by selecting the eraser and then touching the element to be erased. Touch the eraser icon again to put it away. You can also quickly access the eraser by holding L + B or ZL + ZR while creating a course.

More Info

Position of Start and Goal Points

You can adjust the height of the start and goal points by touching and sliding it up or down. By touching and sliding left or right, you can adjust the start and goal positions to change the length of the course.

Trial Play

Touch here to play through the course you are currently creating. Touch the icon again to return to the course-creation screen. You will also return to the course-creation screen if you complete the course or lose a life. Press − to play through the course from the beginning.

On the Trail of Mario!

After a trial play, touch to bring up a trail that lets you track Mario's exact movements over a short period.

More Info

Main Area / Sub Area

Touch here to switch between the main course area and the sub area accessed via pipes.

More Info

Course Length/Position

Touch and hold the G icon, and then slide it left or right to adjust the length of the course.
By sliding left or right, you can scroll through the course and adjust Mario's position. Touch the S icon to move to the start, or touch the G icon to move to the goal.

Undo Dog

Touch here and Undo Dog will undo your last action.

◆ Some features will only be displayed once you have progressed further in the game.

2 Play

At the touch of a button, the course you were editing becomes fully playable! And if something bothers you while playing, you can instantly switch back to creation mode to adjust it. You'll be the first-ever player of the unique courses you create!

3 Save & Upload

Once you've created a course, save it! And having gone to all that effort, of course you'll want to upload it so that others can enjoy it too. The courses you've saved can be accessed via Coursebot on the main menu.

◆ Saved courses can be edited once loaded.

Using amiibo

You can use amiibo during the course-creation process to add even more variety to your courses!

Touch the amiibo to your Wii U GamePad controller to receive some special course elements.

Mario (Super Mario Bros. 30th Anniversary Series)	Other amiibo
This lets you insert a Big Mushroom power-up into your course. If a player collects this while playing, Mario will transform into Big Mario! (Not quite Super Mario, not quite Mega Mario—just the right size for busting through blocks and stomping some Goombas flat!)	A costume based on the amiibo will be added to the Mystery Mushroom roster. If a player collects a Mystery Mushroom while playing, they'll transform into a costume chosen randomly from a variety, or the costume you set during course creation. If you press ✜ while transformed, Costume Mario will react differently depending on the costume.

View Compatible amiibo

#1

Developer Talk

When creating courses in Super Mario Maker, we start off in exactly the same way we used to when making courses for the original Super Mario Bros.: by picturing the course in our heads. Thinking up a new course has always been a fun process. That feeling never changes.

However, it's the next step where things have changed a lot. In Super Mario Maker, we can just tap to place the parts wherever we like when creating courses, but back in the days of the original Super Mario Bros., the course designer had to draw up a whole diagram of where all the enemies and blocks should be placed on graph paper.

We'd give that diagram to the programmer, and the programmer would convert all the enemy and block positions into numbers that he could enter into his computer.
Once all the numbers were entered, the computer would start creating the data to display them on the game screen. And once the data was complete, we had to write it to the semiconductor memory called a "ROM."
We would insert that ROM into our special developers' game cartridges, and insert them into an actual NES™ console—only then could we see the course displayed on the TV screen.

As you can see, it took quite a long time before we could even see a course on-screen, so it wasn't possible to keep constantly fixing mistakes or reworking things bit by bit.
As technology progressed, we reached the stage where the programmer could put the whole course together right there on his computer, and the process of creating a ROM became much quicker, so we were able to create lots of different versions of courses and try things out until we had the perfect layout.
This was the point where the "fun of thinking up a course" turned into the "fun of actually creating and trying it out."

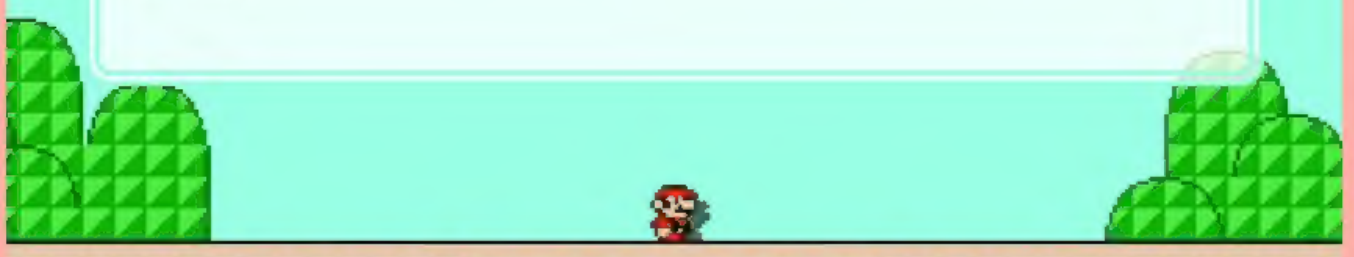
But of course, there were still limitations. We couldn't do any of this on an ordinary game console—we had to use special development consoles combined with special software on high-spec computers.
And this is still true today—the whole Mario series has been created using this process.

So we started thinking, "Is there any way we could share this fun process with the players? If we use the Wii U GamePad, it feels like it could work..."

...And it did! (Yep, it's that simple!)
We managed to create a product that lets anyone create Mario courses on their own Wii U.

"Now, everyone can experience the fun of creating! ...But no, we can't leave it at that. Right now, it's still just a course-creation tool. It needs something else before we can release it as a game!"

What was missing was the "element of surprise." So we worked our hardest to turn that basic tool into an experience full of weird and wonderful things that had never been seen in the Mario series before—and that's how Super Mario Maker was born!



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The Art of Creation

Aim for the top! Become a master course creator!

On the Trail of Mario!

After a trial play, touch to bring up a ghost trail showing Mario's exact movements over a short period. This trail can be extremely useful in helping you to decide where to place elements!

Time Limit / Scroll Speed

You can set the course's time limit and the speed of the autoscroll feature. Adjusting these aspects can change the difficulty of a course. Try setting a really short time limit, or a super-fast autoscroll, and see what difference it makes!

Sound Effects (SFX)

Touch to bring up a special palette of sound elements that can be placed in a course. Touching allows you to record a sound using the microphone on the Wii U GamePad and place it inside the element. Touch again to close the sound palette.

◆ When uploading a course that uses , any sounds you have inserted into will be automatically replaced with a parrot's squawk.

Creating Tracks

Select a track from the palette, and then touch the screen to lay it. Tracks can be laid in up to eight directions.
The directions you can lay a track in will be displayed as dots to be joined. Drag an enemy or other element onto the track, and it will move along the track. Tap the end point of a track to switch it between the returning- and dead-end types.

Main Area / Sub Area

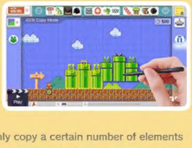
By touching Mario and dragging him into a pipe, you can create a sub area. Touch to switch between editing the two areas.

Selecting and Moving Multiple Elements

You can select multiple course elements at once by holding /ZR and dragging across the touch screen. This will select all elements within the highlighted area. If you release /ZR, you can then move the selected elements together as one unit.

Copying

Copy an element you've already placed by touching and moving it while holding /ZR. This can also be done after selecting multiple elements.



◆ Warp Doors cannot be copied. Additionally, you can only copy a certain number of elements at a time. If you have placed a lot of elements, it may not always be possible to copy them.

Eraser

Touch an element while holding +A or ZR+ to erase it. This is useful for those times when you want to erase just a little bit.

Mystery Mushrooms

The Mystery Mushroom is an item that allows Mario to disguise himself as Costume Mario with a variety of different costumes, ranging from other characters, to items, to even certain enemies!

The effect of a Mystery Mushroom will be selected randomly from a roster of available costumes, and it will change each time the course is played. Or, if you'd rather provide a specific costume for players of your course, you can tap the Mystery Mushroom to pick the one you want.
You can expand the roster of costumes that can be triggered by a Mystery Mushroom by, for example, using amiibo or completing the 100 Mario Challenge.You can also expand the roster by completing event courses.

Controlling Mario

From 8-bit to the modern era!

Mario's controls differ slightly depending on the current game style. A truly skillful maker knows that the button layout can be adjusted by selecting the Settings icon from the main menu.

But I'm sure you're almost as skilled as my feathered friend! I bet you'll have no problem mastering the controls for every type of Mario.

◆ The Wii U Pro Controller and Classic Controller Pro use the same controls as the Wii U GamePad.

SUPER MARIO BROS. | SUPER MARIO BROS. 3 | SUPER MARIO WORLD | NEW SUPER MARIO BROS. U

Move	Dash	Jump
✣	Move while holding Ⓨ	Ⓑ

Jump higher	Jump higher and farther	Super jump
Hold Ⓑ	Jump while dashing	Jump as you land on an enemy

Crouch	Fireball	Enter pipe
✣ (when not Small Mario)	Ⓨ (as Fire Mario)	✣ toward the pipe

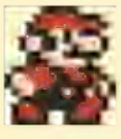
Swim	Climb	Enter door
Ⓑ underwater	✣/✣ on a vine	✣ in front of a door

Move	Dash	Jump
✣	Move while holding ①	②

Jump higher	Jump higher and farther	Super jump
Hold ②	Jump while dashing	Jump as you land on an enemy

Crouch	Fireball	Enter pipe
✣ (when not Small Mario)	① (as Fire Mario)	✣ toward the pipe

Swim	Climb	Enter door
② underwater	✣/✣ on a vine	✣ in front of a door



Move	Dash	Jump
✣	Move while holding Ⓨ	Ⓑ

Jump higher	Jump higher and farther	Super jump
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Crouch	Fireball	Enter pipe
✣ (when not Small Mario)	Ⓨ (as Fire Mario)	✣ toward the pipe

Swim	Climb	Enter door
Ⓑ underwater	✣/✣ on a vine	✣ in front of a door

Pick up object / Throw / Put down
Touch object while holding Ⓨ / Release Ⓨ / Hold ✥ and release Ⓨ

Move	Dash	Jump
✥	Move while holding ①	②

Jump higher	Jump higher and farther	Super jump
Hold ②	Jump while dashing	Jump as you land on an enemy

Crouch	Fireball	Enter pipe
✥ (when not Small Mario)	① (as Fire Mario)	✥ toward the pipe

Swim	Climb	Enter door
② underwater	✥/✥ on a vine	✥ in front of a door

Pick up object / Throw / Put down
Touch object while holding ① / Release ① / Hold ✥ and release ①

Move	Dash	Jump
✥	Move while holding Ⓨ	Ⓑ

Jump higher	Jump higher and farther	Super jump
Hold Ⓑ	Jump while dashing	Jump as you land on an enemy

Crouch	Fireball	Enter pipe
✥	Ⓨ (as Fire Mario)	✥ toward the pipe

Swim	Climb	Enter door
Ⓑ underwater	✣/✣ on a vine	✣ in front of a door

Pick up object / Throw / Put down	Spin jump
Touch object while holding Ⓨ / Release Ⓨ / Hold ✣ and release Ⓨ	L/R/ZL/ZR

Throw object up
Hold ✣ and release Ⓨ

Dismount	Eat	Spit out
L/R/ZL/ZR	Ⓨ	Ⓨ after eating a shelled enemy

Move	Dash	Jump
✣	Move while holding ①	②

Jump higher	Jump higher and farther	Super jump
Hold ②	Jump while dashing	Jump as you land on an enemy

Crouch	Fireball	Enter pipe
✣	① (as Fire Mario)	✣ toward the pipe

Swim	Climb	Enter door
② underwater	✣/✣ on a vine	✣ in front of a door

Pick up object / Throw / Put down	Spin jump
Touch object while holding Ⓨ / Release Ⓨ / Hold ✥ and release Ⓨ	Shake

Throw object up
Hold ✥ and release Ⓨ

Dismount	Eat	Spit out
Shake	Ⓨ	Ⓨ after eating a shelled enemy

Move	Dash	Jump
✥	Move while holding Ⓨ	Ⓑ

Jump higher	Jump higher and farther	Super jump
Hold Ⓑ	Jump while dashing	Jump as you land on an enemy

Crouch	Fireball	Enter pipe
✥	Ⓨ (as Fire Mario)	✥ toward the pipe

Swim	Climb	Enter door
Ⓑ underwater	✥/✥ on a vine	✥ in front of a door

Pick up object / Throw / Put down

Touch object while holding Ⓨ /
Release Ⓨ /
Hold ✥ and release Ⓨ

Spin jump

L/ZL/R/ZR

Triple jump

Jump while dashing →
Ⓑ when landing twice

Ground-pound

✥ in midair

Wall jump

Ⓑ against a wall midjump

Move

✥

Dash

Move while holding ①

Jump

②

Jump higher

Hold ②

Jump higher and farther

Jump while dashing

Super jump

Jump as you land on an enemy

Crouch

✥

Fireball

① (as Fire Mario)

Enter pipe

✥ toward the pipe

Swim

② underwater

Climb

✥/✥ on a vine

Enter door

✥ in front of a door

Pick up object / Throw / Put down

Touch object while holding ① /
Release ① /
Hold ✥ and release ①

Spin jump

Shake

Triple jump

Jump while dashing →
② when landing twice

Ground-pound

✥ in midair

Wall jump
② against a wall midjump

Dismount	Eat	Spit out
⒧/ⓡ/ⓩ/ⓩ	Ⓨ	Ⓨ after eating a shelled enemy

Dismount	Eat	Spit out
Shake	①	① after eating a shelled enemy

Controlling Mario's Transformations

SUPER MARIO BROS. | SUPER MARIO BROS. 3 | SUPER MARIO WORLD | NEW SUPER MARIO BROS. U

Costume Mario

The Mystery Mushroom will turn Mario into Costume Mario, dressing him up as various characters or items. When wearing a costume, Mario acts in the same way as a non-powered-up Mario.

Raccoon Mario

Spin tail

Ⓨ

Fly

Dash until Mario holds his arms out
→ Tap Ⓑ repeatedly

Fall slowly

Tap Ⓑ repeatedly in midair or while falling

Spin tail

①

Fly

Dash until Mario holds his arms out
→ Tap ② repeatedly

Fall slowly

Tap ② repeatedly in midair or while falling

Cape Mario

Open cape

Dash until Mario holds his arms out →
Press and hold Ⓑ while still holding Ⓨ →
Release Ⓑ as Mario rises

Continue flying

✥ against the direction of flight when you begin to descend

Attack with cape

Ⓨ

Body press

Press ✥ in the direction you're moving while jumping to descend onto an enemy

Fall / Descend slowly

Release Ⓨ while gliding /
Release Ⓨ while gliding and press Ⓑ
or press Ⓑ when falling

Fast dive

Hold ✥ in the direction of flight

Open cape

Dash until Mario holds his arms out →
Press and hold ② while still holding ① →
Release ② as Mario rises

Continue flying

✥ against the direction of flight when you begin to descend

Cape attack

Body press

①

Press ✥ in the direction you're moving while jumping to descend onto an enemy

Fall / Descend slowly

Release ① while gliding /
Release ① while gliding and press ②
or press ② when falling

Fast dive

Hold ✥ in the direction Mario is flying

Propeller Mario

Fly

L/R/ZL/ZR

Propeller fall

✥ during flight

Fly

Shake

Propeller fall

✥ during flight

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Main Menu

Your reliable starting point!

Course Maker

Touch here to go to the course-creation screen, where your wildest Super Mario Maker dreams can come true.

More Info

Coursebot

Pay your old buddy Coursebot a visit to manage your saved courses. Editing and uploading them are just a few of the things he can help you do!

Course World

Look no further for a whole wide world of unique courses from other makers! Hop in and play individual courses, try your hand at the 100 Mario Challenge, or search for other makers by touching here. Please note that broadband Internet access is required for online play. For more info, go to support.nintendo.com.

More Info

Notifications

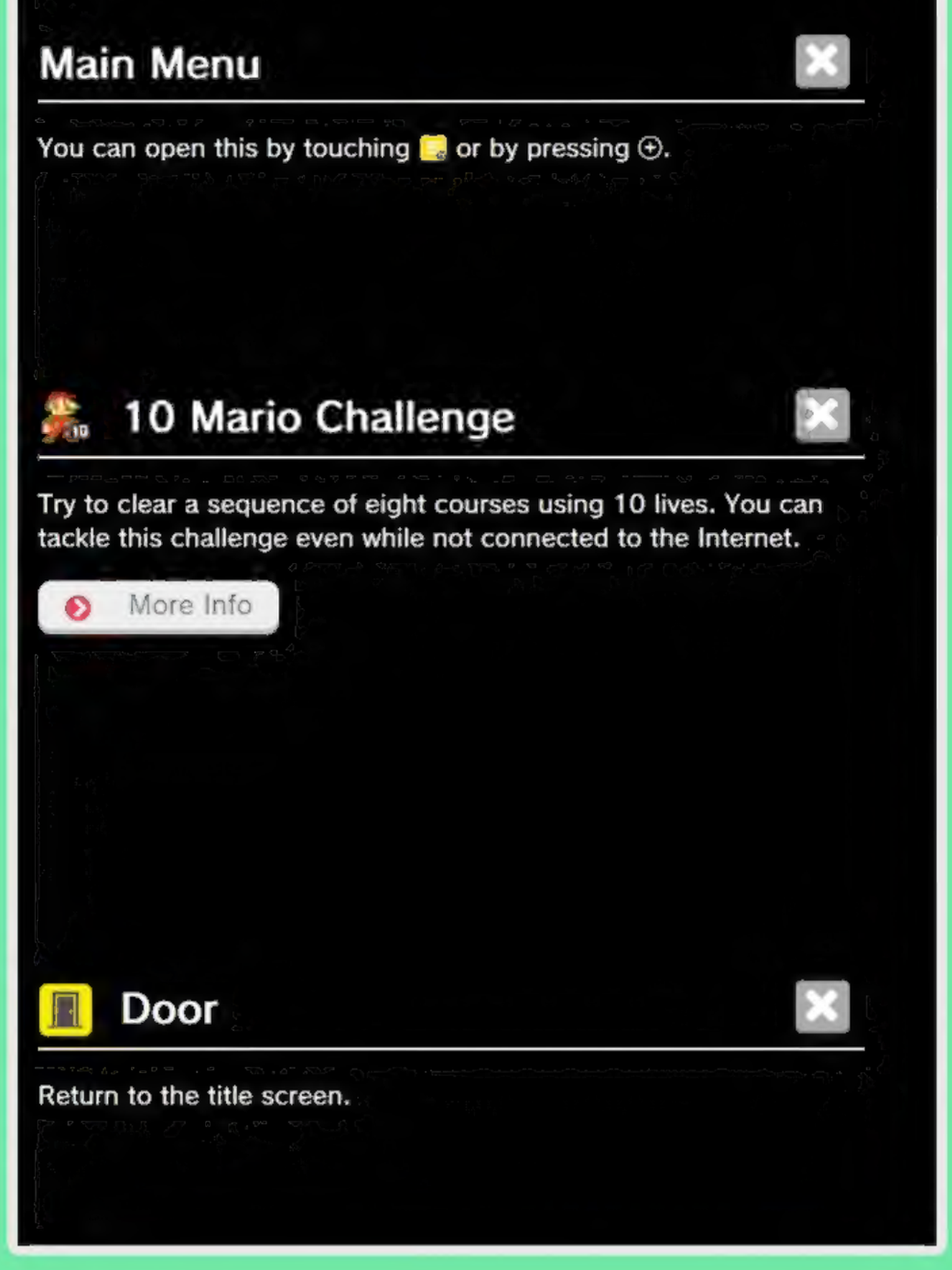
Touch here to see the latest updates on things like who's been playing your courses and when new event courses are added. You can change your notification settings in Settings.

Settings

Adjust various options, including the buttons used to control Mario, whether to show comments while playing courses, whether to use 3D audio, and notification settings.

Manual

Opens this manual (but you already knew that, didn't you?).



Coursebot

Coursebot is here to help you manage the courses you've saved. Courses created by other makers appear with ⬇, and courses you've uploaded are marked with ⬆. Coursebot is a clever fellow, so he can remember up to 120 courses at once!

Edit	Play
Load a saved course to make changes.	Play through a course.
Upload	**Change Name**

Upload a course to share it with other players.

Change the name of a course. This will allow you to upload it as a new course.

Delete

Delete a course from Coursebot's memory.

◆ To delete a course from the server after you've uploaded it, select Uploaded Courses from your own User Info page.

Once you save over a course or delete it, the original data is lost forever. When saving changes or deleting courses, you should be very careful to avoid losing data!

Switching Panels

Touch the button in the top left MY COURSES to switch between Coursebot's panels.

My Courses

This panel shows courses you have created.

Sample Courses

This panel includes sample courses, such as those you have cleared in 10 Mario Challenge.

◆ You can't upload courses created by editing sample courses.

Adjusting Courses

Once you've saved a few courses, get experimenting!

Making Worlds

If you save four courses on one row, they'll form a world. You can play them as a set by touching ▶.

Moving Courses

If you touch and hold a course, you can drag it to a different slot. This will change the order of the stages when played as a single world.

Settings

Change various settings.

Controls

Change the buttons used to make Mario dash and jump.

Important Information about Uploading Courses

Shows important information that you should read before uploading courses.

GamePad 3D Audio

Configures 3D audio. With the Wii U GamePad controller's speakers you can enjoy a 3D-like audio experience, so be sure to crank up the volume on the GamePad when this option is activated!

◆ If Select GamePad Audio-Output Type in (System Settings) —> Wii U GamePad is set to Mono, there will not be 3D audio.

Course Comments

Lets you choose whether to show comments from players all around the world while playing courses or only comments from players in your own console region.

Notifications to Course Creators

When you play a course created by another maker, the course creator may be notified every time you are playing the course. You can turn off this notification in Settings. Otherwise, when you play courses created by other makers, the course creators will be notified of the following actions:

- When you play a course
- When you star a course
- When you comment on a course

◆ Even if you opt out of notifications, your play data will still be saved to the course's history.

Notifications about My Courses

A notification will be displayed every time another user is playing a course you created. You can turn off this notification in Settings. Otherwise, when other users play courses you created, pop-ups will appear to let you know when the following things happen:

- When someone plays one of your courses
- When someone stars one of your courses
- When someone leaves a comment for you

◆ Even if you choose not to display notifications in real time, you can always check them later from the main menu.

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Upload

Share your creations with the world!

After saving a course, you can upload it in one of the following two ways:

- From the course-creation screen, after you've saved your course, touch the Save/Load/Upload icon, and then select Upload.
- From the main menu, select Coursebot, and then choose a course and select Upload.

Now let's get uploading! You've got a world of players to impress, Maker!

Clear Your Courses!

Before you can upload a course, you'll have to prove that you can clear it. Once uploaded, an image of the course will automatically be posted to Miiverse, along with the course ID.

- You can't upload sample courses or courses created by other makers.
- Before uploading a course for the first time, please make sure to read Important Information about Uploading Courses.

Earn Medals!

You'll receive medals based on how many stars the courses you upload receive. If your courses are popular, you'll earn lots of medals, which in turn will increase the number of courses you can upload. You can view the medals you've received under Play Info on your User Info page.

Deleting Uploaded Courses

To delete a course from the server after you've uploaded it, select Uploaded Courses from your own User Info page, and then select Delete.

- If you delete a course from the server, it will automatically be deleted from Miiverse as well.

Please be aware that you must have started Miiverse at least once before you can upload courses.
If everyone follows the rules, I'm sure everyone will have tons of fun!

- For information about Miiverse, refer to the Miiverse electronic manual. To view the electronic manual, open , go to the User Menu, select Manual/Miiverse Code of Conduct, and then select Manual.

#2

Developer Talk

In Super Mario Maker, we wanted to let makers create lots of courses combining enemies and other elements in ways that even the development staff would never think of—ways that you'd never see in an ordinary Mario game—so we tried to allow as much freedom for experimentation as possible.

You might think it's hard to come up with ideas when presented with a completely blank slate, but true freedom is a powerful thing. Take a look at the screenshot on the right to see a course that we came up with to demonstrate.

Everyone has their own ways of building a course. Show me a hundred people, and I guarantee they'll all come up with different ways of playing around with the tools at their disposal. There's no right answer, so there's no need to feel pressured. Just have confidence in yourself, and see what you can come up with! Once you have something you're happy with, try uploading it—if you're lucky, you might receive lots of stars from satisfied players! Oh, but you do have to clear it yourself before you can upload it...

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Play

A whole world of courses to explore!

If things get a bit too bumpy while playing a course, you can always press ⊕ to access the pause menu and take a breather.
So, don't be afraid to jump on in already—take a course or two for a test run! (Really, what are you waiting for?)

10 Mario Challenge

Play a sequence of eight courses using a total of 10 lives. This mode can be played even when not connected to the Internet, and any courses you clear will be added to Coursebot's Sample Courses panel. If you exit the mode or lose all 10 lives, you'll have to start over from course one—but the courses will be different each time you play, so it's worth giving it another go!

Course World

Connect to the Internet, and play courses created by other makers. If you open the pause menu with ⊕ while playing, you can comment on courses or star them at any time. You can also change your 🔧Settings and choose whether to show other players' comments while playing.

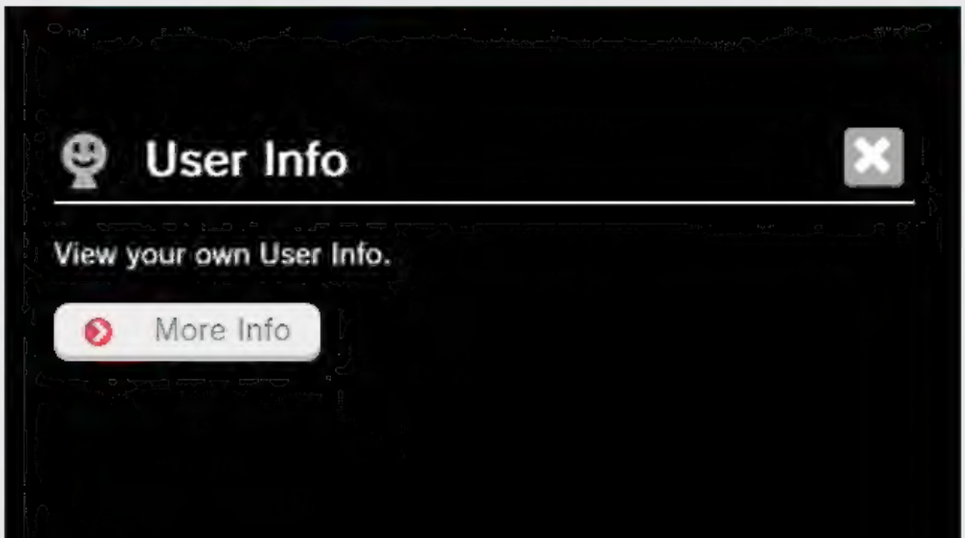
100 Mario Challenge

An ever-changing selection of courses!

In this mode, you can play recommended courses created by other makers one after another. If a course seems too difficult, you can skip it by touching the screen and sliding or by holding ⊖. You'll start with 100 lives, so use them wisely! Your progress will be automatically saved whenever you clear a course.

Courses

Search through three different categories!



Course ID Search

Find a course by entering its 16-character course ID.

Weekly/All-Time

This option can only be adjusted when viewing the Star Ranking, where courses are ranked by how many players have starred them. You can choose to include all stars ever given or only stars from the past week.

Global/Regional

This option can only be adjusted when viewing the Star Ranking. You can choose to show courses created by makers around the world or only those created by makers in your own console region.

Difficulty Setting

Filter the displayed courses based on difficulty. Courses are automatically divided into Easy, Normal, and Expert difficulties based on how many people have managed to clear them. Choose All to display all courses.

Course Info

Shows an overview of the whole course and the course's game style and name.

Maker's User Info

View the User Info of the maker who created the course.

More Info

Course Statistics

Shows how many users have starred the course and how many people have played it. When browsing the Weekly Star Ranking, the all-time number of stars a course has received will be shown in brackets.
Touch the button to view details on the users who have played the course. The icon indicates people who have cleared it, while the icon indicates people who have starred it.

Clear Rate

Shows the number of times the course has been cleared, compared to the number of times it has been played.

Medals/Country

Shows the maker's country of residence and any medals they have received.

Course ID

Touch to view the ID for this course. You can find this course again by touching and entering this ID.

Download

Download this course and save it to Coursebot.

Play

Play this course.

View Comments

Open Miiverse to view the comments on this course.

Report

You can use this button to report courses that are inappropriate. If they are found to violate the Miiverse Code of Conduct, they will be deleted. However, reported courses may not be deleted if they are not found to violate the Code of Conduct. Please do not report courses unless they are inappropriate.

Played Courses

Courses you've played are marked with , and courses you've cleared are marked with .

Featured

These are courses that are popular with other users.

Star Ranking

Courses here are ranked by how many players have starred them.

Up & Coming

These are newly uploaded courses that nobody has played yet.
Be adventurous and give them their first play!

It looks like a new feature has been added!
Let's check it out, Maker!

Makers

Find courses based on the people who created them.

Touch the flashing parts!

User Info

View your own User Info.

More Info

Weekly/All-Time

This option can only be adjusted when viewing the Star Ranking, where makers are ranked by how many stars they have received. You can choose to include all stars ever given or only stars from the past week.

Global/Regional

This option can only be adjusted when viewing the Star Ranking. You can choose to show courses created by makers around the world or only those created by makers in your own console region.

Maker's User Info

View the User Info of the maker who created the course.

More Info

Star Ranking

This shows makers ranked by how many stars they have received.

Following

View the users you have chosen to follow.

Official Makers

These Makers are sponsored by Nintendo. You can tell they're special because of the ribbon on their Mii!
Say, do some of these faces look familiar to you...?

NEW!

Event Course

An official course to get everyone fired up for a special event!

Touch the flashing parts!

Up & Coming

This course was added since the last time you closed the software.

You can obtain a costume from this course.

When you clear this course, a new costume will be added to the Mystery Mushroom's roster.

Note: Costumes you already have won't be added. No double-dipping!

Clear Rate

Shows the number of times the course has been cleared, compared to the number of times it has been played.

Course Info

Shows an overview of the whole course and the course's game style and name.

Course Description

A description of the course.
But mere words often aren't enough to capture the true essence of a course... If something catches your eye, jump in and give it a shot!

Play

Play this course.

Download

Download this course and save it to Coursebot.

#3

Developer Talk

To test out whether the Course World feature was enjoyable to use, we ran a series of tests including not only the development team but also the localization teams from America and Europe. We got a few groups of people to create their own courses, upload them, and try out each other's creations.

The people from different parts of the world tended to create courses in slightly different ways, sometimes using enemies in ways we'd never even thought of. We were pretty impressed, but more importantly, we were pleased to see that everyone seemed to be having a lot of fun. That's why we decided that Course World should bring courses together from makers all around the world, not just from any one country or region.

With courses from all around the globe at your fingertips, we hope you'll take the time to appreciate the variety. And don't forget to star and comment on courses that you enjoy. Who knows, it might encourage players to play your courses as well!

Back to Main Page

User Info

Learn all about yourself and other makers!

Select Course World from the main menu, and then choose a maker's Mii™ character to view some information about them, such as their play history and the medals they've received. You'll be one step closer to learning what makes them run to their favorite courses! If you play lots of courses, your profile may one day be as impressive as my feathered friend's! (Keyword being PLAY lots of courses... Maybe you're finally ready to give some a shot?)

Your Own User Info

Touch the Mii in the top-left corner.

Touch the flashing parts!

Mii

This is your Mii.

Uploaded Courses

This is a list of courses you've uploaded. Touch a course to view more information, including statistics regarding how many people have played and enjoyed it. You can also select Delete to delete a course from the server.

◆ If you delete a course from the server, it will automatically be deleted from Miiverse as well.

Starred Courses

Shows a list of courses you've starred.

Played Courses

Shows a list of courses you've played.

◆ This is only displayed in your own User Info.

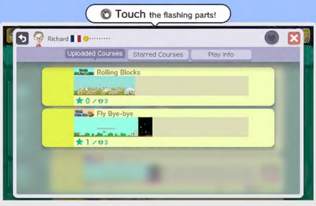
Play Info

Shows information on your play history, as well as stars and medals you've received for courses you have uploaded.

Other Makers' User Info

If you find a maker you like, why not ⚫ follow them?

Touch the flashing parts!



Mii

This is the maker's Mii.

Uploaded Courses

This is a list of courses the selected maker has uploaded. Touch a course to view more information, including statistics regarding how many people have played and enjoyed it.

Starred Courses

Shows a list of courses this maker has starred.

Play Info

Shows information on this user's play history, as well as stars and medals they've received for courses they uploaded.

Follow

Touch this icon to follow a maker. Once you follow them, they will appear under Following when searching for makers.

Q&A

If you need some help creating and finding stellar courses, check here for some tips!

Q. How do I change the length of a course?

A. On the course-creation screen, touch and hold the G icon and then drag it to the left or right.

More Info

Q. How do I play courses made by my friends or family?

A. If you add your friends and family to your followed users, you'll be able to find and play their latest courses at any time. As courses are saved separately for each user, you'll need to do this even for people playing on the same Wii U console.

Q. How do I follow makers?

A. On their User Info page, touch the ● icon.

More Info

Q. How do I delete a course I've uploaded to the server?

A. First, think carefully. Are you sure you want to delete it? Once a course is deleted, it's gone forever. If you're sure, you can delete it from the Uploaded Courses menu on your own User Info page.

More Info

Q. A course I uploaded seems to have disappeared. Where did it go?

A. Unfortunately, we have to delete courses from the server after a set period of time if they're not very popular. If you want to avoid your courses disappearing, try to create courses that players will give lots of stars!

Q. What are the coins that appear next to my country's flag?

A. These are the medals you've received based on the number of stars other users have given your uploaded courses.

More Info

Q. How do I search for a course using its ID?

A. From the Course World screen, select Courses, and then touch the magnifying glass in the top-right corner of the screen. From here, you can enter the course's 16-character ID.

More Info

Q. How do I expand the selection of course elements I can use?

A. New elements will be gradually added as you make more courses.

Q. I got a message saying I couldn't upload any more courses...

A. To begin with, you can only upload up to 10 courses. This number will increase if you earn more medals.

More Info

Q. What's up with the ■■■■■ icon on the main page of the manual?

A. If you enter certain four-digit codes here while connected to the Internet, you can view special videos! If you're offline, images will be displayed instead. As for where to find these codes, you might want to try looking in the Idea Book...

Q. I'm not sure how to go about making courses...

A. First, try playing the 10 Mario Challenge to learn the basics of what you can create. Then try downloading courses other makers have created and editing them for yourself—this should give you a good idea of some of the advanced techniques you can use. You'll find a lot of helpful tips in the 10 Key Points as well!

Q. I had an awful day today...

A. Cheer up, buckaroo! Everyone has bad days, but try to take a step back and look at the good things! Maybe you created a fun course or found a new maker to follow—or maybe somebody just gave one of your courses a star? The little things can really help cheer you up! I hope you have a wonderful day tomorrow—we're all rooting for you over here!

Q. I can't stand brussels sprouts.

A. Does...does that have anything to do with this game? Is it even a question? At any rate, everyone has their likes and dislikes—just because someone doesn't like brussels sprouts doesn't mean they won't like carrots. Maybe there are some course elements you never seem to use? It could be fun to try and work them into a course once in a while—they just may turn your courses into carrots!

Q. Who's that lady I keep seeing in this manual?

A. That's Mary O. She knows all kinds of useful things about this game, but she's still just learning to make great courses. If you'd like to take a closer look at her, try tilting (the Right Stick on the Wii U GamePad) up. Press , and she'll go back to her original size.

SUPER MARIO MAKER
10 Key Points

01
Decide on a Theme

Maybe you want to make a course full of Goombas, or a zigzag course, or a course where Mario can bounce around on trampolines. With so many possibilities, it can help to decide what you want to focus on before you start building.

02
Only Use What You Need

It's always tempting to pack as many things into the level as you can and watch the chaos unfold! But oddly enough, levels with too many elements aren't usually all that fun to play. With so much going on, the level just ends up looking like a bit of a mess, and it won't stick in players' minds for long. The really memorable levels are those that use a small number of elements to pull off something unique.

03
Really Focus

It can be difficult to create a course while you've got other things on your mind. When you sit down to start building, try to avoid distractions. Free up some time by getting your chores and other priorities out of the way first, and then sit down and really go at it!

04
Create a Whole Course

When creating a course, your first goal should be to get all the important pieces in place. Then play through the whole course from start to finish. Once you have a complete course to play through, you'll often notice all kinds of little things you missed while building it. This is because while you're concentrating on perfecting one part of the course, it can be hard to take in the bigger picture. Especially with longer courses, remember to play through the whole thing once in a while to get a feel for how it all fits together!

05
Be Open to Inspiration

Whether it's something you saw while walking through town or something you heard while chatting with friends, the funniest little things can make you think, "Hey, what if I tried to do that in Super Mario Maker?" Whenever an idea comes to you, note it down! Even when you're not at your Wii U, coming up with ideas is all part of the fun!

06
Give Your Course a Name

Whether you come up with it before you even start building, decide on it partway through, or leave it until the very end, it's important to give your course a good name. Legend has it that naming a course makes it come to life! ...OK, maybe that's pushing it, but still—it does give your course a sense of identity. Remember, the course name is the first thing a player will see when they encounter your course, so make sure it will get them wondering what might be in store!
What's more, the name you came up with can actually help to inspire you as well. Say you called your course "Mountain Madness" but upon playing it realize it doesn't feel all that "mad." Doesn't that just give you the urge to throw in a few extra twists to make the course live up to its name?

07
Give Constructive Criticism

When you play other makers' courses, don't just leave comments like "It was fun!" or "It was awful." Try to be a little more specific, saying things like "I loved the way this platform moved around!" or "That part with the Spiny was so cramped. It drove me crazy." Identifying which part of a course you liked and which parts you disliked isn't just helpful for the course's maker—it can help you to improve as well! The more you think about what makes a course fun, the better your own courses will become!

08
Get a Second Opinion

Once you've completed a course, upload it so that other people can play it. If you haven't quite finished making it yet, try showing it to your friends or family. They'll spot lost, miss mushrooms they should have grabbed, bump into enemies, and maybe even run out of time. If you're not careful, they'll get so frustrated that they'll give up before they ever reach the goal or discover that one satisfying route you wanted them to master.
That's why it's important to think about how a course is going to look to that first-time player who has no idea what to expect. You might want to give them room to learn and make mistakes without being too harshly punished, or you might want to carefully tweak your course to make it clearer which is the right way to proceed. The more you polish the experience, the more players will be able to enjoy your creation!

09
In the End, It's Up to You!

Listening to other people's feedback can help you notice things you might have missed, and they'll often give you good advice. But don't forget: this is your course, not theirs! In the end, it's up to you to decide what you want to do with your creation—the only right answer is the one that makes you happy.

10
Kitties! So Cute!

If you're having trouble creating a course, or if you've placed more elements than you know what to do with, why not switch to the cat's paw and scrub it all out? (You can use the cat's paw by pressing ⊖/⊕ on the Wii U GamePad!) Sometimes a change of pace can be just what you need to come up with a good idea. Also, cats are cute. D'awwww, look at those furry little hands...

...Erm... I mean...!

Ahem. Cats are a proud and noble species, loved by millions of people around the world. I'm sure they have many attractive features in addition to merely being "cute." In the same way, many courses uploaded to Course World, as well as the makers who upload them, will surely find fans around the world for a variety of different reasons. Let's all think about the reasons why people enjoy these courses as we create our own!

Mastering the Craft

Facing the Unexpected

Remember, when a player tries your course for the first time, they have no idea what to expect. That's why they'll make mistakes and lose lives. But as they keep playing, they'll learn more about how the course works and they'll start to do better. The best Mario courses are those that make this learning experience as smooth and as satisfying as possible.
When playing a course you've created, you know everything in advance—the right way through the maze, where to find all the power-ups, where the next enemy is going to pop up—so you can dash through at top speed, doing only what needs to be done. You know exactly the route you wanted the player to take, so you can follow that route and make it look easy. And because it feels so easy, you might be tempted to make each step trickier to pull off, to give yourself a little more challenge.
But players facing your course for the first time won't have any of that knowledge. They'll get lost, miss mushrooms they should have grabbed, bump into enemies, and maybe even run out of time. If you're not careful, they'll get so frustrated that they'll give up before they ever reach the goal or discover that one satisfying route you wanted them to master.
That's why it's important to think about how a course is going to look to that first-time player who has no idea what to expect. You might want to give them room to learn and make mistakes without being too harshly punished, or you might want to carefully tweak your course to make it clearer which is the right way to proceed. The more you polish the experience, the more players will be able to enjoy your creation!

What Are You Doing?!

Say you've set up a clever mechanism in a course for the player to discover, but the player walks right past it without even paying attention. Why? Because the simple path seems easier, of course! Or perhaps you see a player who spends ages aimlessly jumping around in one section instead of heading for the goal. Why? Because they thought there might be a hidden secret to find!
The thing about players is, they never seem to approach your courses quite how you expect them to. They're going to play the game how they want to play it, whether that's how you designed it or not!
So what's the solution to this problem? One possibility is to make the intended route as obvious as possible, or you could block off all unintended paths so that your way is the only possible way to proceed. For tricky puzzles that the player is unlikely to figure out without some effort, this can be the best approach. But in other cases, you might want to take the opposite approach, keeping the course open and giving the player the freedom to tackle it in a variety of ways. After all, being able to jump about freely is one of the most appealing elements of the Mario series, and there's a lot of fun to be had in searching around for hidden secrets. Carefully balancing that freedom to explore with more-focused challenges to overcome is the basic philosophy of a standard Mario course.
At the end of the day, Super Mario Maker gives you the tools to create almost any kind of course you put your mind to—but it's always more satisfying when you hit on a design that lots of people can have fun with!

Drawing Pictures, Telling Stories

As you can see from the many tips above, there are lots of definite techniques that can be put to use when making courses. Many courses can be explained in terms of logic and reasoning. But on the other hand, there are also courses that spring almost fully formed from a single random idea, or courses created just for the sake of painting a picture that came into your head. These types of courses are completely down to the individual creator's whims, and we can't begin to explain them here.
Just as some people are better at drawing beautiful pictures and others are better at telling funny stories, there's no single right or wrong way to go about making a course. It's up to each of us to experiment—so just try things out, and find the way that works best for you!

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SUPER MARIO MAKER™

Director

Yosuke Oshino

Senior Director

Yoshikazu Yamashita

Planning

Shigefumi Hino

Arisa Hosaka

Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the ⚠ Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Language Selection

This title supports three different languages: English, French, and Spanish.

The in-game language depends on the one that is set on the system. You can change the system language in System Settings (🔧).

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Product Information

Controllers

amiibo

Internet Enhancements

Note to Parents and Guardians

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Support Information

Controllers

This software can be used with any of the following controllers once they have been paired with the console.

Wii U GamePad

Wii Remote

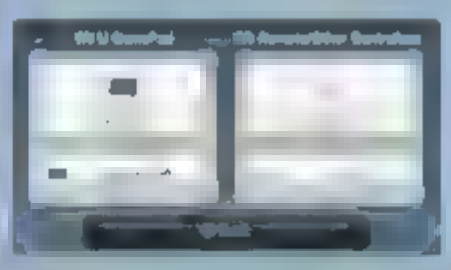
Wii U Pro Controller

Wii Remote +
Classic Controller Pro

- Only one Wii U GamePad controller can be used. Only the Wii U GamePad controller is used to create stages.
- A Wii Remote™ controller can only be used while playing courses. It should be held in the horizontal position.
- A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.
- You can use a Classic Controller™ instead of a Classic Controller Pro™.

Pairing Controllers

From the HOME Menu, select [illegible] on-screen instructions to pair the controller.



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amiibo

This software supports amiibo. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (▭) on the Wii U GamePad controller.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, visit Nintendo's official amiibo website at www.nintendo.com/amiibo.

View Nintendo Website

- This software does not write any data to your amiibo. Even if your amiibo already contains data for another title, you can use it with this software without erasing any existing data.
- An amiibo can be read by multiple compatible software titles.
- If you cannot restore corrupted data for the amiibo, go to Wii U Menu → System Settings ( ) → amiibo Settings and reset the data.

To Product Information

Internet Enhancements

Connecting your system to the Internet lets you enjoy the following features:

- Upload created courses
- Play courses created by others
- Download courses created by others
- Send/display comments while in courses
- Receive notifications

◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

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Note to Parents and Guardians

You can restrict use of the following features by selecting (Parental Controls) from the Wii U Menu.

Online Interaction in Games

Restricts communication features, such as sharing courses, in-course commenting, and receiving notifications.

Miiverse

Restricts posting to Miiverse from Course World and viewing other players' Miiverse posts.

Internet Browser

Restricts browsing web pages using the Internet browser in the manual.

- Access to this game (as well as other games) can also be restricted through the Game Rating item in Parental Controls.

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Legal Notices

IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

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3D Sound Effect Socionext Inc.

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http://zeptojs.com/

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Support Information

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SUPPORT.NINTENDO.COM

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1-800-255-3700

Latin America/Caribbean:

(001) 425-558-7078

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